HORSE RACING

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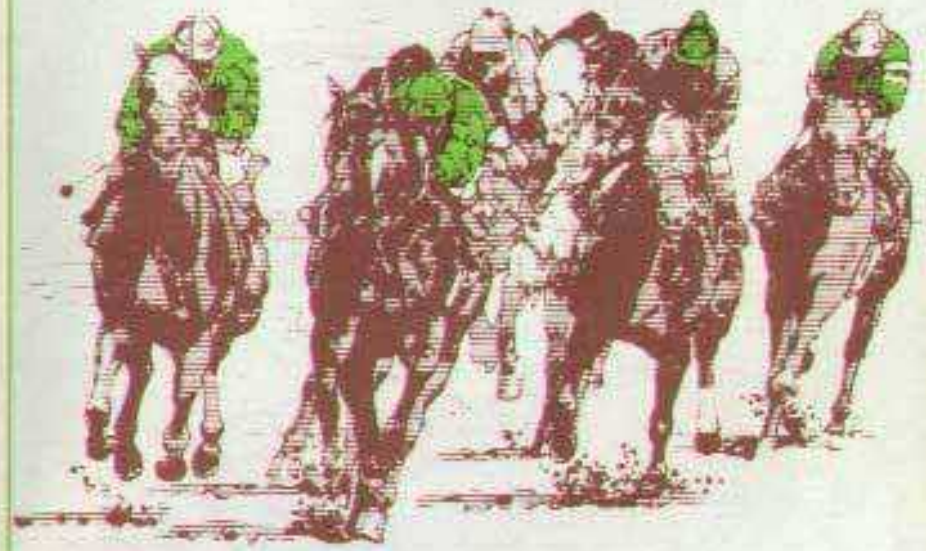
INTELLIVISION™ Intelligent Television

(FOR COLOR TV VIEWING ONLY)

HORSE RACING

(FOR 1 TO 6 PLAYERS)



You're at the Track for a "Day at the Races" — 10 exciting speed and strategy contests. After you check the Past Performances and odds, place your simulated wagers out of your starting "Stake" of $750. Bet your favorites to Win, or go for the big-payoff Exacta! See how good a handicapper you are! One or two players "ride" the outside horses and try to out-maneuver the computer. Get your simulated bets down! Watch for the start — and THEY'RE OFF!!!

HOW TO WIN!

If you want to be a big winner on your Day at the Races, read this booklet.

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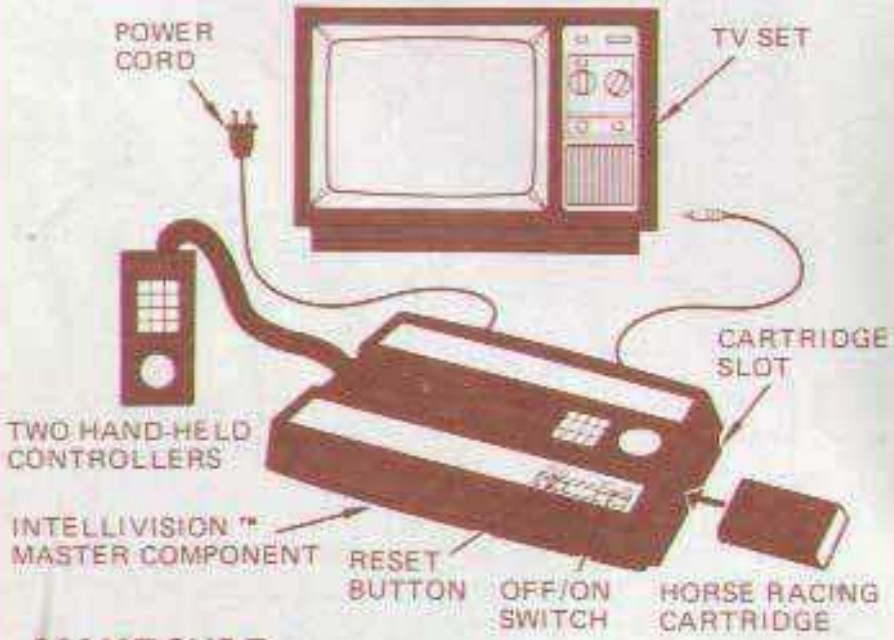
PRINTED IN HONG KONG.

OBJECT OF THE GAME is to "win" more than your opponents by being a more successful handicapper as you place simulated wagers on these electronic horses during a 10-event "Day at the Races."

Up to 6 players each start with a $750 "stake." Races are run at distances from 3 furlongs to 10 furlongs, on different track conditions.

CHECK YOUR EQUIPMENT



MAKE SURE:

- MASTER COMPONENT is connected to the TV set, and power cord is plugged in.
- TV set is plugged in and properly adjusted.
- HORSE RACING Cartridge is placed in slot, firmly engaged.
- OFF/ON Switch is turned ON.

PRESS RESET BUTTON: Title will appear on TV screen: "HORSE RACING" Music plays.

ADD OVERLAYS: Find the two HORSE RACING keypad overlays in the cartridge package with this booklet.

Insert one overlay in each Hand Controller as shown. Make sure overlays fit tight and are all the way in. The overlays will be your visual guide.

GAME CONTROLS

WHAT YOU'LL SEE ON YOUR TV SCREEN

During the 10 races, you'll be playing the game based on what you'll see . . .

On the "Betting Sheet" Display

PL ◇	STAKE	BET ★
1	$750	$
2	$750	$
3	$750	$
4	$750	$
5	$750	$
6	$750	$

On the "Past Performance" Display

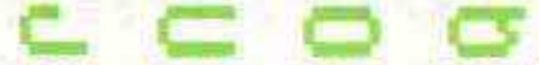
RACE LENGTH: 9 FRLG
CONDITIONS: DRY

BLU		7—2	ORG		2—1
	42.4	P B W		19.2	V P G
	47.7	B V O		48.1	P B W
				50.0	B V O

PNK		4—1	YLW		5—2
	47.0	P Y V		47.2	P Y V
	17.4	V P G		18.7	R W G
	42.4	P B W		24.8	V Y R

TRACK SYMBOLS

DISTANCE IN FURLONGS



3 OR 4 5 OR 6 7 OR 8 9 OR 10

CONDITIONS: LIGHT TAN = DRY
BROWN = MUDDY
GREEN = TURF

At the "Track"

After the Finish

HOW TO PLAY INTELLIVISION™ HORSE RACING

WHAT TO DO . . .

1. Have each player pick a number from 1 to 6, to be used for all 10 races in the game.

WHAT'S HAPPENING

This gives every player a unique identity with the computer. The computer runs a tab of all simulated betting, and keeps each player's "stake" total up-to-date.

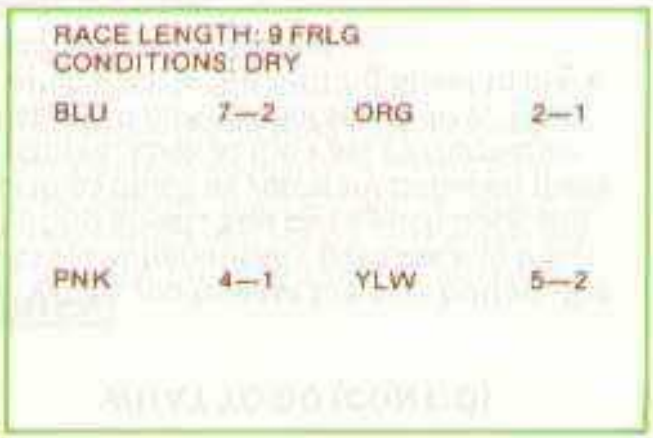
2. Turn on the Master Component with HORSE RACING overlays inserted in the Hand Controllers.

You see the Title and hear part of the **William Tell Overture.** By the time the music stops, the Intellivision computer "creates" a stable of 8 horses, and randomly makes each one a unique thoroughbred with different abilities of speed, endurance, quickness out of the starting gate, etc. YOU'RE THE HANDICAPPER. IT'S UP TO YOU TO FIGURE OUT WHICH HORSES ARE BEST, AS YOU WATCH THEM RACE EACH OTHER IN DIFFERENT COMBINATIONS.

3. Press the Direction Disc or any key. The blank "Betting Sheet" appears:

This is where you record all simulated bets before each race. Each player starts with $750 of simulated "money" (if you go broke, you've automatically lost the game).

4. Press any of the four buttons on the sides of either Hand Controller.



This tells you which horses are running in the first race — and who will control them. The computer "rides" the 2 horses on top. The lower left horse's running can be affected by the left Hand Controller; the lower right horse by the right Hand Controller. (See details under "Advice for Jockeys").

WHAT TO DO (CONT'D)

5. When you release the side button, the picture automatically goes back to the Betting Sheet. You can switch back and forth as much as you want between these pictures. Look at the Past Performance display to pick the horse you like. Then switch back to the Betting Sheet to place your simulated wagers.

6. To actually place bets, EACH PLAYER DOES THE FOLLOWING: When you see the gold marker above the dollar signs, key in your player number (1 through 6). Then press ENTER.

7. Key in the amount of your simulated bet (maximum: $250 or the amount of your stake, whichever is less). If you change your mind about the bet, press **CLEAR** and do it again.

8. Press ENTER.

9a. There are 2 kinds of bets you can make — "Win" and "Exacta." W means a bet To Win (there are no Place or Show bets in this game). If you want to bet one horse To Win, press ENTER again.

9b. If you want to make an "Exacta" bet, change the "W" to "E" by pressing the 9, then ENTER. An Exacta bet is on the first and second horses — **in their finishing order.**

If you make the change from "W" to "E" and then switch over to the Past Performances, the "E" will change back to "W" when you return to the Betting Sheet. Just press 9 again. Then press ENTER.

WHAT'S HAPPENING (CONT'D)

Since this is the first race, there are no Past Performances for you to consider (each horse is running for the first time in his computer-created "life"). The computer has, however, posted tentative odds on each horse (shown as pairs of hyphenated numbers, such as: 3-1). This would mean you'd win $3 for every $1 you pretend to bet. The computer is **not** a perfect "tout" — that would be too easy!

Players identify themselves, one at a time, to the computer. If you don't want to bet on a race, you don't have to do anything until Step 12.

The $ in that player's line turns to gold.

PL ◇	STAKE	BET	★	
1	$750	$25		

PL	STAKE	BET	★	
1	$750	$25	W	

PL	STAKE	BET	★	
1	$750	$25	W	

PL	STAKE	BET	★	
1	$750	$25	E	

NOTE: Exactas "pay off" at 15 to 1, so a successful "E" bet can put you way ahead in this game. As you would expect, though, they're a lot harder to win.

PL	STAKE	BET	★	
1	$750	$25	E	

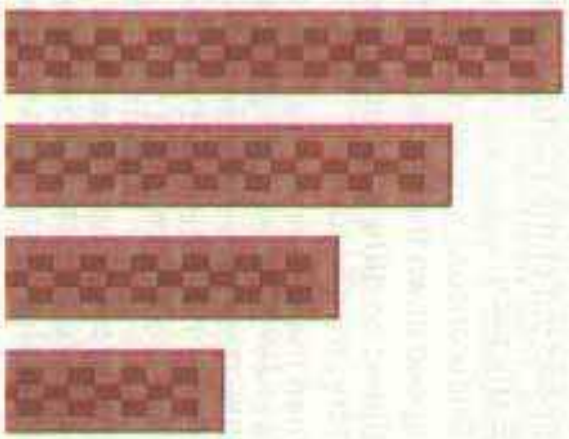
WHAT TO DO (CONT'D)

10. When you see the checkerboard symbol, press the key for one of the horses running in this race (you can see their names again any time before the race starts: press a side button). Its initial letter and color appears. If it's the one you want, press ENTER. If it isn't, press any key and try again. Only 4 horses are in every race, and the computer rejects bets on non-racing horses.

If you selected an Exacta bet, press the key for the first horse, then ENTER, then the key for the second horse and ENTER again.

11. When every player who wishes to bet has done so, pick two people to be Jockeys and use the Hand Controllers to affect the running of the outside horses. (See "Advice for Jockeys").

12. When you're ready for the race to start, press 0, then ENTER.



WHAT'S HAPPENING (CONT'D)

You're picking the horse to Win or be the first part of an Exacta combination.

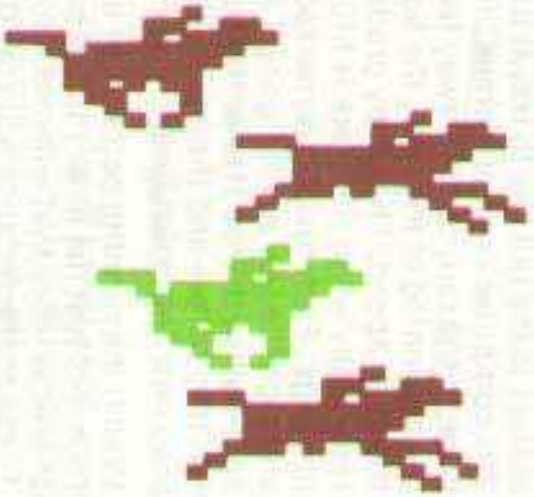
If you bet one horse to Win, your choice is now "locked in," and cannot be changed. The computer deducts your bet from your total stake, and adjusts the odds on the horse. If everybody bets on the same horse, it will probably be the betting "favorite" (with low payoff odds) by race time.

If you bet a 2-horse Exacta, when you press **ENTER** the second time, your Exacta bet is now "locked in."

PL	STAKE	BET	★	▲
1	$725	$25	W	P

The left Hand Controller affects the third horse from the rail; the right Hand Controller affects the fourth horse from the rail. If you want all 4 horses to be controlled by the computer, don't use either Hand Controller once the race starts.

The scene switches to the starting gate. You hear the famous "Call To the Post." After a brief delay, THEY'RE OFF!



THEY'RE OFF & RUNNING!

As soon as the starting gate opens, all four horses start moving. Although you can't see it, the track is slightly curved. This means that the horse running closest to the rail has to travel the shortest distance. The computer-control horses immediately move in close to the rail, coming away from it only to pass. At the beginning of the race, the horses tend to have the most speed. Then they gradually slow down (especially when the track is Muddy) after a few furlongs. Each furlong is marked by a black post, and signalled by a soft "gong" as the leading horse approaches it. You'll hear the hoofbeats of the running horses and the sound of jockeys' whips as they near the finish line.

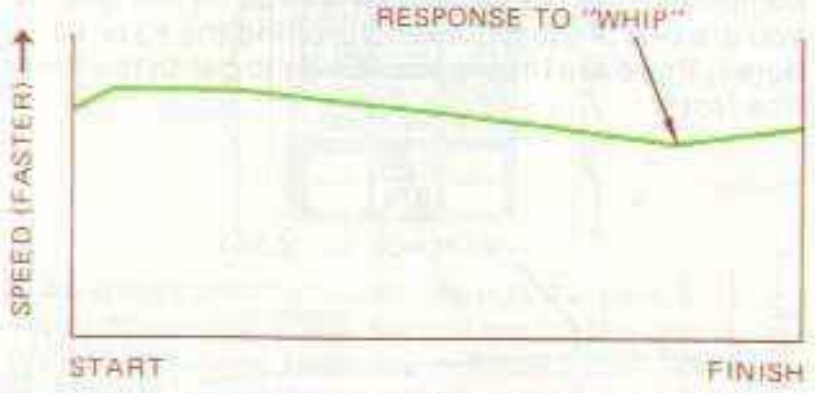
Watch the running patterns of all the horses in the race, not just the ones you bet on, so you'll spot the characteristics that will make some of them winners. These characteristics will stay the same for each horse throughout **this** series of 10 races. Things to watch for:

- Speed out of the starting gate
- Early pace
- Endurance
- Speed down the home stretch
- Speed on different track conditions (dry, mud or turf)

When the winner crosses the finish line, you'll hear the cheers of the crowd and see the time flashed up on the Tote Board. When all the horses have crossed the line, the Tote Board will show you the order of finish, from right to left.

After a few seconds, the scene will automatically change back to the Betting Sheet, and you'll see the effects of the betting on each player's stake.

Let's take a closer look at the typical running pattern during a race:



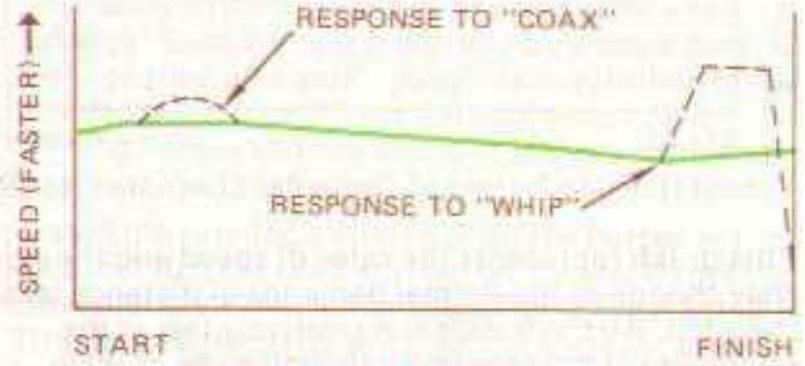
Typical Running Pattern of Computer Controlled Horses

This graph represents the rates of speed and the way they change as the normal demands of distance take their toll. All the horses run relatively fast at the beginning of the race (even though some of them might be a bit sluggish coming out of the starting gate). After a furlong or two, some differences between the runners start to become evident, and usually by the 3rd furlong mark there is considerable slowing. This is especially true on a Muddy track.

ADVICE FOR JOCKEYS

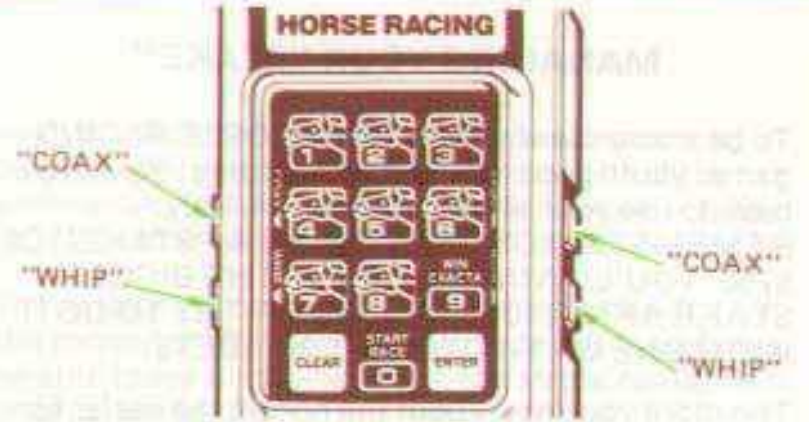
Even though each horse's energy is depleted as the race goes on, resulting in a slower and slower pace, all the entries do have an extra store of speed, which can be stimulated by "the Whip" — near the end of the race. The computer-controlled horses will be speeded up this way, and you'll hear the "crack of a whip" when either of them is spurred along for a final dash. The computer always knows when to

apply this extra stimulation to its 2 horses so they won't run out of energy before they get to the finish line. Listen for the whip sounds and watch the computer's horses make their moves for the lead. If you are one of the jockeys controlling the #3 or #4 horse, there are things **you** can do to get to the finish line faster.



Typical Running Pattern Altered
by Jockey's Hand Controller Button

The top button on each side of the Hand Controllers will, when pressed, "COAX" your horse to get a little more speed. You can COAX your horse during the first half of the race, and you should use this button when you need a little burst of extra effort to improve your running position. As the graph shows, when you COAX your horse, its speed will increase slightly. When you release the button, your horse's speed goes back to what it would have been if you hadn't pressed **COAX**. Remember, though, every horse has a limited amount of energy and if you coax your entrant too much you may see all that energy used up before he gets to the finish line.



The other control you can use against your 3 competitors is **WHIP**. As you see on the graph, a WHIP command from you will make your horse sprint at absolutely top speed — and at a tremendous cost of running energy. The graph shows that when **WHIP** is used, the horse goes **much** faster . . . BUT when the horse reaches the end of its endurance its speed drops to little more than a walk. The WHIP should never be used for more than the last 2½ furlongs of the race, and in most cases for not much more than 1 furlong.

The ideal way to use **WHIP** is to time it so your horse is still sprinting at top speed as it crosses the finish line. If your timing is perfect, your horse's energy would be exhausted just as it crosses the line. To improve your timing, COUNT THE FURLONGS AS THE RACE IS RUN, SO YOU KNOW WHERE THE LEADING HORSE IS ALL THE WAY. FURLONGS ARE MARKED BY BLACK POSTS AND YOU HEAR A "GONG" SOUND AS THE LEAD HORSE APPROACHES EACH ONE.

Even if your horse is out of the picture, your controls will work. Sometimes a horse will "come from behind" at the finish, driven on to victory by a well-timed WHIP.

MANAGING YOUR "STAKE"

To be a consistent winner in the HORSE RACING game, you'll need skill at handicapping. You also have to use your simulated money wisely. REMEMBER: YOU START WITH A "STAKE" OF $750. YOU'LL WIN IF YOURS IS THE BIGGEST STAKE AFTER 10 RACES. DON'T TRY TO DO IT WITH ONE OR TWO LONG-SHOT BETS.

The more you know about the horses the easier for you to see the differences among them so you can predict the winners. Raise your betting amounts progressively. Before the 1st race, you have only one (rather poor) clue about the entries — the computer's rough "odds." A bet on any of these horses is not much more than a wild guess, so make your initial bet a very modest one, perhaps only $10.

With the 2nd race, you'll have more information, because you've probably seen at least one of the entries run, But there are probably newcomers, too. So it's best to keep your bets small at this point.

The 4 horses in each race are randomly selected by the computer. By the 4th or 5th race you'll probably be able to see all the horses in the stable run at least once.

Now you can start to make more educated choices, and you should start to bet more confidently. When the last 3 races are run, you might even try an Exacta or two, if you're ahead. REMEMBER, IF YOU LOSE THE $750 YOU STARTED WITH, YOU'RE OUT OF THE GAME. THERE'S NO CREDIT EXTENDED AT THIS TRACK!

HANDICAPPING: PICKING THE WINNERS

Many of the principles of successful handicapping at a real racetrack apply to this game. This brief discussion should help you to do better, especially if you are not already an experienced racing fan.

Simulated wagering, even for harmless amusement (as in this game), should be a rational, rather than an emotional process. Before every race you are provided with a concise summary of recent Past Performances by each horse for that day. Even though you don't know all the variables that make each horse different from the others, you can deduce a great deal by looking carefully at these records.

Here's a typical kind of Past Performances display for a race at 10 furlongs, on Turf (the one with the track symbol). Look at what you can learn about the horses that will be running . . .

RACE LENGTH: 9 FRLG
CONDITIONS: TURF

BLU		3—1	RED		4—1
	47.5	P B Y		17.1	R W G
	42.4	P B W		25.9	V Y R
	47.7	B V O		44.7	Y P R
WHT		3—1			2—1
	52.0	P Y V		47.4	P Y V
	17.4	R W G		14.3	V P G
	46.1	P B W		21.7	V Y R

This is an example of the Past Performance information you'll get after most of the races have run. The first things to consider are the race distance and track condition — especially when that distance and condition have been run earlier. As you see, every horse in this race has run at 9 or 10 furlongs, on Turf. Taking them each in turn, we see that:

- BLUE has beaten YELLOW, WHITE, VIOLET and ORANGE in the same kind of race. BLUE was beaten by PINK. But PINK isn't running this time.
- RED hasn't done well on Turf at all, and ran 3rd behind YELLOW and PINK at this distance.
- WHITE didn't even place at this distance, and it was beaten in its last race by PINK, YELLOW, and VIOLET. Definitely not a contender!
- VIOLET was beaten last time by PINK and YELLOW.

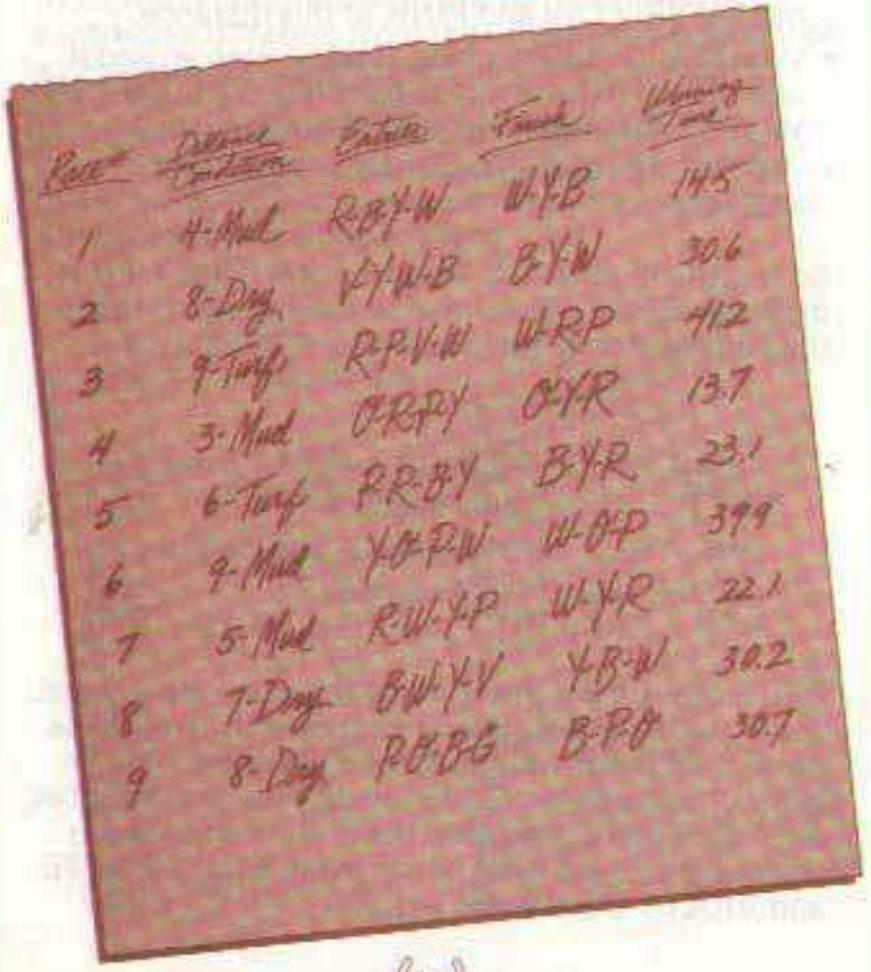
So far, BLUE looks like the strongest horse for this distance. But double-check by looking at the times they all ran 9 or 10 furlongs:

BLUE —	47.5, 42.4 and 47.7 seconds
RED —	44.7 seconds
WHITE —	52.0 and 46.1 seconds
VIOLET —	47.4 seconds

BLUE has run the best time at this distance — good confirmation of his apparent superiority over **these** horses. RED has run the second best time. On the basis of these clues, BLUE would be a good Win bet, or BLUE-RED a good Exacta bet — in spite of the computer's rough odds which make BLUE, WHITE and VIOLET the favored entries.

To summarize: Look for match-ups of distances and track conditions. Then look for match-ups of horses. Then compare the times of horses that ran those distances but in different races. After a while, these clues will point you to the winner more and more frequently.

You'll do better if you keep your own written record on a piece of paper, something like this, so you won't lose track of any early-race information:



By doing this, you can "save" important information. The Past Performances displayed for each horse only go back the last 3 races (with the most recent race at the top). In the series recorded here, you can see that WHITE has run six times. In races 1, 2 and 3 it showed that it was a fast horse on Mud and Turf and not too impressive on a dry track. With this extra summary of results, a player can easily see this pattern confirmed in races #6, 7 and 8, and feel confident about how this horse would be likely to run in the 10th race.

REMEMBER, THE MORE RACES THAT HAVE BEEN RUN, THE MORE INFORMATION YOU HAVE ON WHICH TO BASE YOUR PICKS.

GOOD LUCK!

SIMULATED GAME SOUNDS

CLICK— A Hand Controller key has been pressed and is valid.

BUZZ— A Hand Controller key has been pressed incorrectly.

"Call To The Post"— The race is about to start.

CLANG— Starting gate opens.

HOOFBEATS— The horses are running!

GONG— A furlong marker is about to be reached by the leading horse.

WHIP— One of the 4 horses is being whipped to a sprint.

CROWD CHEER— The finish!

BETTING SHEET SYMBOLS

W = A BET TO WIN

E = AN EXACTA BET (on #1 & #2 Horses)

PAST PERFORMANCE TRACK SYMBOLS

DISTANCE IN FURLONGS

3 OR 4 5 OR 6 7 OR 8 9 OR 10

CONDITIONS: LIGHT TAN = DRY
BROWN = MUDDY
GREEN = TURF

NOTES

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